Application or Docket Number

PATENT APPLICATION FEE DETERMINATION RECORD

Effective October 1, 1997

							SMALL ENTITY TYPE		OTHER THAN (
FOR		NUMBE	R FILED	NUMBER	EXTRA		RATE	FEE		RATE	FEE
BASI	C FEE							395.00	OR		790.00
TOTA	L CLAIMS	2	minus	20 = *			x\$11= ;		OR	x\$22=	132
INDE	PENDENT CLA	NIMS	2 minus 3 = *				x41=		OR	x82=	7
MULTIPLE DEPENDENT CLAIM PRESENT]	+135=		OR	+270=	
* If the difference in column 1 is less than zero, enter "O" in column 2							TOTAL		OR	TOTAL	922
CLAIMS AS AMENDED - PART II (Column 1) (Column 2) (Column 3)							SMALL ENTITY			OTHER THAN SMALL ENTITY	
AMENDMENTO		CLAIMS REMAINING AFTER AMENDMENT		HIGHEST NUMBER PREVIOUSLY PAID FOR	PRESENT EXTRA		RATE	ADDI- TIONAL FEE		RATE	ADDI- TIONAL FEE
	Total	33	Minus	-20	= 17		x\$11=		OR	x\$22=	126
	Independent	. 3	Minus	***3	=		x41=		OR	x82=	
	FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM						+135=		OR	+270=	
	(Column 1) (Column 2) (Column 3)				(Column 3)	A	TOTAL ADDIT. FEE		OR ,	TOTAL ADDIT. FEE	8126 p
AMENDMENT B	B F OV	CLAIMS REMAINING AFTER AMENDMENT		HIGHEST NUMBER PREVIOUSLY PAID FOR	PRESENT EXTRA		RATE	ADDI- TIONAL FEE		RATE	ADDI- TIONAL FEE
	Total	* 33	Minus	·· 33	= /		x\$11=		OR	x\$22=	
	Independent	* 5	Minus	*** B	= 2		x41=		OR	\$82 <u>=</u>	168
	FIRST PRESENTATION OF MULTIPLE DEPENDENT CL					+135=		OR	+270=	7 -0	
(Column 1) (Column 2) (Column 3)						- I	TOTAL ADDIT. FEE		OR	TOTAL ADDIT. FEE	#/68P
AMENDMENT C		CLAIMS REMAINING AFTER AMENDMENT		HIGHEST NUMBER PREVIOUSLY PAID FOR	PRESENT EXTRA		RATE	ADDI- TIONAL FEE		RATE	ADDI- TIONAL FEE
	Total	*	Minus	**	=		x\$11=		OR	x\$22=	
	Independent	*	Minus	***	=		x41=	·	OR	x82=	
A	FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM						+135=		OR	+270=	-
***If 1	* If the entry in column 1 is less than the entry in column 2, write "0" in column 3. **If the "Highest Number Previously Paid For" IN THIS SPACE is less than 20, enter "20." ***If the "Highest Number Previously Paid For" IN THIS SPACE is less than 3, enter "3." TOTAL ADDIT. FEE TOTAL ADDIT. FEE TOTAL ADDIT. FEE										